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Deathless: The City's Thirst

by Max Gladstone

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A crowd blocks the dusty carriageway: sun-dark folks, with the kind of muscles hard work makes, and they wear simple, sturdy clothes. All, that is, except for the man in the center of the road, who's a type you didn't think they made anywhere—a Quechal man built like a battering ram, hands like shovels, scowling, covered in scars.

"Locals," the guard says. "From Eagle's Rest, that little place south of here."

"What do they want?"

The guard shrugs. Ahead, past this blockade you're not sure you want to dignify with the term, the dam rises fifty stories high, and there, in its center, you see a spreading wet stain. That could mean many things, but the best possible option is not good, and the possibilities rapidly worsen to cataclysmic.

- Force our way through. I have to get to that dam.
- Stay and try to calm the crowd.
- I don't have time for this. I fly us over.
- Debate the leader.

Next

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About This Game

Negotiate water rights from scorpion gods in this necromantic legal thriller! Discredit your boss, solve murders, and reanimate your own corpse to keep your city from drying out.

Deathless: The City's Thirst is a 150,000-word interactive novel by Max Gladstone, author of [Choice of the Deathless](#) and the [Craft Sequence](#) novels, nominated for the John W Campbell Best New Writer Award, the XYZZY award, and the Lambda Award. Your choices control the story. It's entirely text-based--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

You won the God Wars, killing the rain god and taking over his desert city. But now the city needs water, and it's your job to make it rain. As a rising associate at a god-killing public service conglomerate, you can monopolize your city's public utilities, or fight to keep water affordable for everyone. Build alliances with powerful necromancers, or help local farmers hold onto their land. Find love, or betray your friends. Overcome the trauma you suffered in the God Wars. Prevent murders, or commit them.

Just Keep the Water Flowing.

- Play as male or female; straight, gay, or bi
- Match wits with master necromancers, real estate magnates, and journalists

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- Climb the social ladder of Dresediel Lex
 - Help the needy, or laugh callously as the world burns
 - Drink with undead kings over the ruins of a destroyed civilization
 - Kill people you may later really wish you hadn't killed
 - Betray trusted friends and their entire society
 - Fight giant scorpions and renegade priests—or join forces with them
 - Look for love in extremely wrong places

Title: Deathless: The City's Thirst Demo

Genre: Indie, RPG

Developer:

Choice of Games

Publisher:

Choice of Games

Release Date: 23 Oct, 2015

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English

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You see the problem: the 'Kind want to mingle their ichor with your blood as a peace offering. Blood's a gateway to the self. It's a powerful talisman, an identifier, a resource. The King in Red won't give anyone such a hold over him.

"It is done," Dunestrider says.

"Not by me," the King in Red replies. "Or by those under my protection."

You don't like where this is going. The 'Kind are no more monolithic than any society, really—and the more you offend their customs, the less leverage the peacemakers will have to force compromise.

- "I'll do it."
- We can't be held up at this impasse. I convince the RKC group to participate in the Scorpionkind ritual.
- I talk the 'Kind into skipping the ceremony, even though it will weaken RKC's negotiating position.
- I encourage Verity to do it. This is her chance to shine in front of the King in Red.

Next

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The scuttling nears. You smell ichor, like the juice of fresh-crushed grass. Your left leg twitches, about to give. Not fear. Exhaustion. You've run a long way from the wreckage of the train, fighting all the while. Now it's just you and the 'Kind.

It rounds a bend in the ravine. Sun glints off its red-black carapace. They're well named, the Scorpionkind: two sharp massive claws, an arched spike-tipped tail, median and lateral eyes, mandibles. Not friendly. You wounded this one back at the train: its tail lists to one side, sprained or broken—either way, less dangerous than you feared.

Those claws could kill you, though. If you let them.

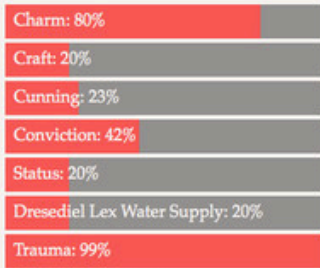
But you won't. Will you?

- I taunt the 'Kind into making a mistake.
- I scare the 'Kind into backing down.
- These things are intelligent. Maybe we can deal.
- No strategies. Just punching.

Next

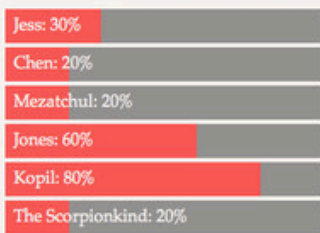
YOUR CHARACTER

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